DREAMBLADE™
COLLECTABLE *Miniatures* GAME

Virtual Starter Pack

In the near future, specially trained psychics called dream lords venture deep into the dreamscape. Here they explore a shifting landscape of ancient archetypes, modern terrors, and mismatched elements of the waking world. This is the shared unconsciousness of humanity, the boundless well of hopes and fears that makes us human. The reality they create in this timeless realm reverberates through the minds of dreamers everywhere. Some dream lords seek to protect it, others to dominate it, and others to destroy it.

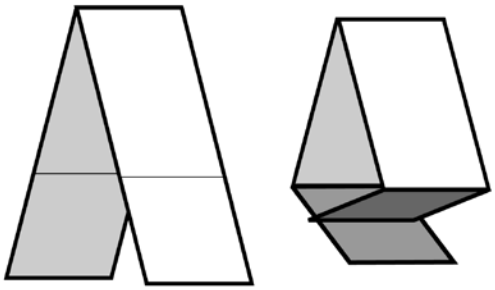
In the **Dreamblade™** game, two players battle, each using a warband of 16 miniatures, plus the dreamscape map, several special attack dice, and two regular dice. From turn to turn, players put some of their miniatures into the dreamscape, where they claim territory and battle the other player's creatures. The winner of each turn is the player whose creatures have claimed the most key territory and destroyed the most enemy creatures. Victory goes to the first player to win six turns.

This **Virtual Starter Pack** allows you to print out a typical mix of miniatures you would find in a real Starter Pack. Unlike a normal starter pack, you can print out multiple copies of this one and use multiples of pieces to build your warband. Then find a friend and wage battle in the dreamscape.

Since we can't give you virtual dice, you will have to make do with normal 6-sided dice. A result of 1, 2, or 3 equals that amount of damage. Results of 4 or 5 equal no damage and a result of 6 should be treated as a Dreamblade.

You will also need a copy of the rules and a playmat, which can be found at www.dreamblademinis.com

Folding Instructions



Name	Aspect	Rarity
Axemorph Demon	Passion	Rare
Bladehound	Passion	Common
Blind Spikemauler	Passion	Common
Bloodthirsty Redcap	Passion	Uncommon
Boneclan Hunter	Passion	Common
Savage Ogre	Passion	Common
Cannibal Pariah	Fear	Common
Doomball	Fear	Common
Asylum Escapee	Madness	Common
Gun-Possessed Killer	Madness	Common
Iron Thug	Madness	Common
Misbegotten Mutant	Madness	Uncommon
Inscribed Axebeast	Valor	Uncommon
Inspired Samurai	Valor	Common
Knight of Tomorrow	Valor	Common
Runetagged Brawler	Valor	Common

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Bloodthirsty Redcap

Bloodthirsty — If this creature attacks and no enemy is destroyed by the end of combat, sacrifice this creature.

A mote of murderous mania made manifest.

3 | 4 | 3|4

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4 Bloodthirsty
3|4 Bloodthirsty Redcap

4 Bloodthirsty
3|4 Bloodthirsty Redcap

Axemorph Demon
Hellbred

Crit 10 — Deal +10 damage this combat.

It turns a battle into a massacre.

12 | 6 | 8|11

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6 Crit 10
8|11 Axemorph Demon

6 Crit 10
8|11 Axemorph Demon

Bladehound
Bloodcut

The bladehound protects its pack, its territory, and, last of all, its life.

7 | 6 | 4|6

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6
4|6 Bladehound

6
4|6 Bladehound

Blind Spikemauler

Crit 4 — Deal +4 damage this combat.

Vision would only distract it.

4 | 2 | 2|4

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2 Crit 4
2|4 Blind Spikemauler

2 Crit 4
2|4 Blind Spikemauler

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Boneclan Hunter

It is the ancient shade of a thousand cruel dreams.

3 — 3 — 2|3

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3
2|3 Boneclan Hunter

3
2|3 Boneclan Hunter

Savage Ogre

: Crit 2 — Deal +2 damage this combat.

When violence isn't the answer, don't ask an ogre.

9 — 6 — 5|7

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6 : Crit 2
5|7 Savage Ogre

6 : Crit 2
5|7 Savage Ogre

Cannibal Pariah

To break the ultimate taboo brings one power—and exile.

2 — 2 — 3|4

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2
3|4 Cannibal Pariah

2
3|4 Cannibal Pariah

Doomball

Detonate — If this creature attacks, sacrifice it at the end of combat *(unless it has been destroyed).*

The man bears the sphere. The sphere bears your end.

6 — 7 — 6|8

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7 Detonate
6|8 Doomball

7 Detonate
6|8 Doomball

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Asylum Escapee

: Swap — You may exchange this creature's position with target non-local ally.

In his mind, he is free.

4 | 2 | 4|8

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2 4|8 Asylum Escapee

Gun-Possessed Killer

: Warpstrike 4 — Make a 4-power attack against target nonlocal enemy.

The guns control the man.

6 | 3 | 2|7

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3 2|7 Gun-Possessed Killer

Misbegotten Mutant

: Crit 5 — Deal +5 damage this combat.

: Fumble 5 — Deal -5 damage this combat.

Hope for peace is forever beyond the mutant's ken.

6 | 3 | 3|9

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3 3|9 Misbegotten Mutant

Iron Thug

: Fumble 2 — Deal -2 damage this combat.

The clatter of chains drowns out the cries of the dying.

9 | 6 | 6|14

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6 6|14 Iron Thug

2 : Swap
4|8 Asylum Escapee

3 : Warpstrike 4
2|7 Gun-Possessed Killer

3 : Crit 5; : Fumble 5
3|9 Misbegotten Mutant

6 : Fumble 2
6|14 Iron Thug

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KNIGHT OF TOMORROW

: Skirmish — You may move target engaged ally one cell.

"I know what tomorrow brings."

5 ⚔ 2 7|8

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2 7|8 KNIGHT OF TOMORROW

2 : Skirmish

5 ⚔

2 : Skirmish
7|8 KNIGHT OF TOMORROW

RUNETAGGED BRAWLER

"Only a fool thinks me unarmed."

3 ⚔ 2 5|5

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2 5|5 RUNETAGGED BRAWLER

3 ⚔

2
5|5 RUNETAGGED BRAWLER

INSCRIBED AXEBEAST

Janus

Vengeance 3 — This creature can be spawned only if an opponent has won three or more turns.

It loves only victory.

10 ⚔ 6 11|13

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6 Vengeance 3 11|13 INSCRIBED AXEBEAST

10 ⚔

6 Vengeance 3
11|13 INSCRIBED AXEBEAST

INSPIRED SAMURAI

Bodyguard — Opponents may not assign damage to your local allies without Bodyguard until enough damage has been assigned to disrupt or destroy each of your local creatures with Bodyguard.

4 ⚔ 1 5|8

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1 Bodyguard 5|8 INSPIRED SAMURAI

4 ⚔

1 Bodyguard
5|8 INSPIRED SAMURAI

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